

What is claimed is:

1. A gaming machine comprising:

means adapted to display an array of symbols randomly selected from a set of

5 symbols; and

means adapted to pay winnings on the occurrence of predetermined winning combinations of symbols within the array;

wherein at least one of the symbol is associated with a subset of secondary symbols, such that, one of the secondary symbols substitutes for the primary symbol in response to a trigger, and winnings are paid for any winning combinations in the array with the primary symbol, and for any additional winning combinations in the array with the secondary symbol.

2. A gaming machine according to claim 1 wherein the primary and the secondary

symbols are displayed on a simulated three dimensional object within the array such that the

15 three dimensional object moves in order to substitute the secondary symbol into the array.

3. A gaming machine according to claim 2 wherein the simulated three dimensional

object is a rectangular prism with the primary symbol initially on the front face and the

secondary symbol is on another face such that the prism rotates in order to substitute the

20 secondary symbol into the array.

4. A gaming machine according to claim 3 wherein the secondary symbol is visible prior to the occurrence of the trigger but displayed in a manner that clearly indicates that it is not yet part of the array.

5. A gaming machine according to claim 4 wherein the array has a plurality of prisms vertically stacked into at least two columns and wherein, initially each of the symbols shown in the array are the primary symbol, which are on the front face of each of the prism, and the respective secondary symbols are shown on the respective side faces of the prisms.

6. A gaming machine according to claim 5 wherein the prisms are cubes and the trigger causes only one of the cubes to rotate.

7. A gaming machine according to claim 5 wherein the trigger causes several cubes to rotate.

8. A gaming machine according to claim 5 wherein all the cubes in one of the columns rotate.

9. A gaming machine according to claim 5 wherein all the cubes in all the columns rotate.

10. A gaming machine according to claim 3 wherein the trigger is a predetermined combination of the symbols in the array.

11. A gaming machine according to claim 3 wherein the trigger is a predetermined combination of the secondary symbols shown on the side faces of the cubes.

5 12. A gaming machine comprising:
means adapted to display an array of symbols randomly selected from a set of symbols; and

means adapted to pay winnings on the occurrence of predetermined winning combinations of symbols within the array;

10 wherein at least one of the symbols in the array is shown on an image of a three dimensional object such that, in response to a trigger, the image of the three dimensional object moves in order to substitute a different symbol into the array.

15 13. A gaming machine according to claim 12 wherein winnings are paid for any winning combinations in the array having the initial symbol shown on the three dimensional object, and for any additional winning combinations in the array having the different symbol.

20 14. A gaming machine according to claim 13 wherein the three dimensional object is a cube with symbols on at least two faces, wherein one of the faces is the front face and wherein a different symbol is on any of the other faces, such that the cube rotates in response to the trigger to bring the different symbol into the array.

15. A gaming machine according to claim 14 wherein the array has a plurality of cubes stacked into at least two columns and all the cubes in at least one column rotates in response to the trigger.

16. A gaming machine according to claim 15 wherein the trigger is a predetermined combination of at least two adjacent symbols, wherein the combination of symbols is graphically represented in the array as a single symbol of greater size than the individual symbols.

17. A method for operating a gaming machine comprising:
displaying an array of symbols randomly selected from a set of symbols; and
paying winnings on the occurrence of predetermined winning combinations of symbols within the array;
wherein at least one of the symbol is associated with a subset of secondary symbols, such that, one of the secondary symbols substitutes for the primary symbol in response to a trigger, and winnings are paid for any winning combinations in the array with the primary symbol, and for any additional winning combinations in the array with the secondary symbol.

18. A method for operating a gaming machine comprising:
displaying an array of symbols randomly selected from a set of symbols; and
paying winnings on the occurrence of predetermined winning combinations of symbols within the array;



wherein at least one of the symbols in the array is shown on an image of a three dimensional object such that, in response to a trigger, the image of the three dimensional object moves in order to substitute a different symbol into the array.

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